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(54) **DATA LINK INTERFACE FOR PACKET-SWITCHED NETWORK**
DATAVERBINDUNGSSCHNITTSTELLE FÜR PAKETVERMITTLUNGSNETZWERK
INTERFACE DE LIAISON DE DONNÉES POUR RÉSEAU DE COMMUTATION PAR PAQUETS

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Description

[0001] This invention relates generally to packet-switched networks, and more particularly to a data link interface, such as may be incorporated in a router for connection to a frame relay network.

5 [0002] Frame relay is a packet switching technology designed to require the minimum processing. Frame relay networks provide dynamic bandwidth allocation by switching framed data between connection segments. The networks are based on virtual connections, which can either be switched or permanent. The present invention is concerned with permanent virtual connections (PVCs).

10 [0003] Permanent virtual connections (PVCs) are end-to-end logical connections across a frame relay network composed of a sequence of PVC segments between pairs of frame relay DCEs (data connection ends) or frame relay DCE and a frame relay DTE (data terminal end).

[0004] Each end of PVC segment is called a data link connection (DLC). A DLC is identified on a frame relay port with a locally unique number called the data link connection identifier (DLCI).

15 [0005] On frame relay networks, there is potential for downstream network congestion. Frame relay switches use a backward explicit congestion notification bit (BECN) bit to notify user devices of congestion. The BECN bit is included in the address header of each Q.922 frame. Conventional routers ignore the BECN bit and congested permanent virtual connections. They continue to send out data over frame relay links to the network as if the PVCs were not congested, and as a result, packets are dropped, causing expensive retransmissions and down time for applications.

20 [0006] N.J.Muller (INTERNATIONAL JOURNAL OF NETWORK MANAGEMENT, vol. 2., No. 2, June 1992, UK pages 87-99) discloses the adjustment of transmission rate in the presence of network congestion. However, Muller does not disclose any means of making optimum use of the bandwidth available in the presence of congestion.

[0007] An object of the invention is to alleviate the aforementioned problems.

25 [0008] According to the present invention there is provided a data link interface for sending and receiving data over a virtual connection in a packet-switched network, comprising means for detecting congestion in the network, and means for adjusting the transmission rate in response to the detection of said congestion so as to reduce congestion in the network, characterized in that it further comprises means for sorting traffic by conversation between two end-points, and means for re-ordering packets from different conversations on a common link in the presence of congestion while maintaining the order of transmission for each conversation in order to achieve fair allocation of bandwidth among different conversations.

30 [0009] Preferably the network is a frame relay network, and the means for detecting congestion in the network comprises a congestion bit detector, preferably a backward explicit congestion bit (BECN) detector. The virtual connection may be a permanent virtual connection.

[0010] Preferably, upon detection of a BECN bit, the interface, which is normally a router drops the transmission rate to a predetermined rate known as the committed information rate (CIR). Traffic is then prioritized according to type, with bandwidth guaranteed to critical applications even during periods of severe congestion.

35 [0011] Unlike most routers, which treat all data equally, a router operating in accordance with the invention sorts traffic by conversation between user data devices, and then allocates bandwidth fairly between active conversations. Heavy usage applications, such as bulk file transfers, are forced to share link capacity fairly with lighter usage applications.

40 [0012] The router can therefore offer reliable frame relay data transmission and protection for high priority calls. Network behavior is stabilized during congestion, resulting in increased speed and reduced overheads.

[0013] The invention will now be described in more detail, by way of example only, with reference to the accompanying drawings, in which:-

45 Figure 1 is block diagram of a prior art frame relay network providing permanent virtual connections between routers;

Figure 2 is a block diagram of a frame relay network operating in accordance with the invention;

Figure 3 is a block diagram showing the flow of data through a frame relay interface in accordance with the invention; and

50 Figure 4 is a chart illustrating a simple example of express queuing.

[0014] Referring now to Figure 1, routers 1A, 1B, and 1C are connected to respective local networks, for example Local Area Networks (LANs) networks, 2A, 2B, and 2C. The routers are connected to frame relay switches 3A, 3B, 3C forming part of a frame relay network and providing permanent virtual connections (PVCs a and b) 4 and 5.

55 [0015] In operation, when the network becomes congested, e.g. because of traffic transmitted by routers B and C in excess of switch A's capacity, the routers continue to send data at their maximum rate to the frame relay switches. As a result, the buffers of the frame relay switches 3 overflow, packets of data 6 are dropped, and applications fail.

[0016] In the arrangement shown in Figure 2, the routers include a congestion bit detector 7 and a rate adjuster 8.

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Upon detection of a backward explicit congestion notification (BECN) by the detector 7 in an incoming packet, the rate adjuster 8 adjusts the outgoing transmission rate downward to a lower rate, known as the committed information rate (CIR), so as to reduce the likelihood of packets being dropped.

[0017] The routers shown in Figure 2 implement the frame relay data link protocol as described in American National Standards Institute DSS1-Core Aspects of Frame Protocol For Use With Frame Relaying Bearer Service, T1.618 and CCITT, ISDN Data Link Lab Specification For Frame Mode Bearer Services, Volume 6 recommendation Q.922.

[0018] The routers support un-numbered information frames (UI) with 10, 16, or 23 bit DLCIs (data link connection identifiers). The size of the address field is configurable on a per physical port basis.

[0019] Frames with a control field set to other than \$03 (UI), too short or with a DLCI of a length different from that programmed for the port are silently discarded, counted, and the first 64 bytes of the frame recorded.

[0020] The routers 1A, 1B, 1C transmit all frames with BECN (backward explicit congestion notification bit) = 0, FECN (forward explicit congestion notification bit) = 0, C/R = 0, D/C = 0 and the DE (Discard Eligibility) bit set on "low priority" frames only. The priority is set by the clients of the data link interface. Frames larger than N201 are not transmitted.

[0021] For received frames, the routers 1A, 1B, 1C ignore the FECN and C/R bits and act on the BECN bit described below.

[0022] In addition, the routers ensure that the frame length is greater than five but less than N201 bytes. N201 is not configurable and has a value of 4500.

[0023] The use of DLCIs (Data Link Connection Identifiers) on a frame-rely link is as summarized in Table 1 below. Only the DLCIs marked user-configurable are available to transport traffic on behalf of the clients of the data link.

Table 1

DCLI Range			Function
10 bit	16bit	23bit	
0	0	0	T1.617 Annex D
1-15	1-1023	1-131 071	Reserved (T1.618)
16-1007	1024-63 487	131 072 - 8 126 463	User Configurable
1008-1022	64 412 - 65 534	8 257 536 - 8 388 606	Reserved (T1.618)
1023	65 535	8 388 607	Link Management

[0024] Both the Local Management Interface (LMI) described in 001-208966 [Digital Equipment Corporation, Northern Telecom Inc. and Stratacom Inc., Cisco Inc., Frame Relay Specification With Extensions, Document Number 001-208966 Revision 1.0, September 1990] and T1.617 Annex D [American National Standards Institute, Integrated Services Digital Network (ISDN) - Digital Subscriber Signaling System No. 1 (DSSI) - Signal Specification For Frame Relay Bearer Service, T1.617, March 1991] can be used to provide PVC status and configuration information to the router from the frame-relay network.

[0025] The routers support T1.617. The Annex D protocol runs over DLCI 0 on a link.

[0026] The routers support all mandatory portions of the LMI (local management interface), all extensions specified in Section 6 (common extensions) and implement receive processing of asynchronous updates including the New, Active and Deleted bits (but does not originate asynchronous updates).

[0027] The LMI (local management interface) protocol runs over DLCI 1023 on a link - this is not configurable. The LMI can only be used on frame-relay links configured for 10-bit DLCIs.

[0028] If the routers are configured to use the LMI and the network is configured to use Annex D, or vice-versa, each end will receive the management traffic on an unconfigured DLCI and this is reported as part of the per-frame-relay link statistics.

[0029] All bridged and routed traffic carried over a frame relay link is encapsulated as described in RFC 1294 [T. Bradley, C. Brown, A. Malis, Multi-Protocol Interconnect Over Frame Relay, Request For Comments (RFC) 1294, DDN Network Information Center, SRI International, Menlo Park, CA, USA, January 1992].

[0030] Referring now to Figure 3, which shows the BECN monitor 7 and DLC output queue and rate limiter 8, the BECN monitor is connected to the HDLC receive processing unit 10 and the DLC rate limiter 8 is connected to link output queue unit 9 and HDLC transmit processing unit 11.

[0031] The DLC output queue is a "Fair Queue" (see [Alan Demers, Srinivasan Keshav, Scott Shenker, "Analysis and Simulation of a Fair Queuing Algorithm", SIGCOMM '89, 1989]) with the conversation identifier a function of the upper layer source and destination addresses. This queue is bypassed if the traffic meets the bandwidth admission criteria specified below.

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[0032] The link output queue is a "Fair Queue" with the conversation identifier a 1:1 mapping of the DLCI. The link output queue is bypassed when the hardware transmit queue is not full.

[0033] The router applies bandwidth admission rules to the encapsulated frame prior to queuing the frame for transmission to enforce a maximum offered load towards the network.

5 [0034] The load offered by the router to the network is determined by the Committed Information Rate (CIR), Excess Burst (Be) and Committed Burst (Bc) defined by the user on a per-DLC basis - to implement bandwidth usage policies different from those described in T1.617, the user sets the CIR, Be and BC values to reflect those policies. In steady state, the router delivers a load toward that network that is within ± 500 kbits/s of the target rate.

10 [0035] If the load offered on a DLC exceeds the maximum which will be offered to the network (see below) the bandwidth admission mechanism will queue frames in a "holding queue" to "smooth" the load offered to the network. The holding queue has a maximum length; when the length is exceeded frames are dropped.

[0036] The rate at which the router will transmit frames depends on the congestion status of the attached frame-relay network. The congestion status of the connection is approximated by examining the value of a cctCongested (DLCI) state variable.

15 [0037] If the connection is not congested, the router transmits on the DLC in question at rate which approximates $EBR = (1 + BE/Bc) \times CIR$ - the excess burst rate (Table 3).

[0038] If the network is believed to be congested the router transmits on the DLCI in question at a rate which approximates the CIR (see Table 3).

20 [0039] To provide a transmit rate on a per-DLC basis which closely approximates either the CIR or the excess rate, the router internally uses a sliding window with a width of T_i seconds. The value of T_i has only internal significance to the router and is chosen to provide the required accuracy in rate enforcement - T_i is currently 100 ms.

[0040] In the rules below, $N_c = T_i \times CIR$ and $N_e = T_i \times (1 + Be/Bc) \times CIR$. If a literal interpretation of "...bits totalling less than..." cause the router to queue a portion of a frame, the relay will queue the whole frame and deduct the excess bits from the quota for the next interval in which a frame is transmitted on the link.

25 BANDWIDTH ADMISSION - NO CONNECTION CONGESTION IN NETWORK

[0041]

- 30 i) bits totalling less than N_e during an interval T_i are passed on without modification
ii) Bits in excess of N_e are queued in a "holding queue" for transmission during a future interval

BANDWIDTH ADMISSION - CONNECTION CONGESTION IN NETWORK

35 [0042]

- i) bits totalling less than N_e during the interval T_i are passed on without modification.
ii) bits in excess of N_e are queued in a "holding queue" for transmission during a future interval.

40 [0043] Any frame "passed on" is passed to the link output mechanism for further processing. If the size of the output queue for the frame-relay link is less than the mild congestion threshold, the frame will be passed to the hardware for transmission on the link otherwise the frame will be enqueued in the link output queue using the express queuing discipline described below.

45 [0044] There are three ways for a frame relay network to inform the router of congestion in the network; setting FECN and/or BECN in frames transmitted towards the router, and sending consolidated link-layer management (CLLM) messages to the router.

[0045] The router ignores both the FECN bit in received frames and CLLM frames in their entirety. The router responds to frames received with BECN bits by temporarily reducing the load offered to the network on the indicated DLC.

50 [0046] When the router receives a frame with the BECN bit set in interval $n \times T_i$, the connection is assumed to be congested in the network and the state variable cctCongested [DLCI] is set beginning in interval $(n + 1) \times T_i$. The state variable is cleared for the interval after the first one in which the router transmits at the lower rate and remains clear until a frame is received with the BECN bit set.

55 [0047] Frame-relay links on a router may become congested if the traffic to be transmitted on the link exceeds the access rate of the link. This congestion is likely to occur due to the large (typically an order of magnitude) difference between the data rate on the LAN side of the router and the data rate on the frame relay side.

[0048] Congestion of a frame-relay link is detected by examining the output queues of the frame relay link. There are three thresholds associated with each link:

- a) Mild congestion threshold - fixed to the size of the hardware output queue (typically seven frames).
- B) Severe congestion threshold - a configurable percentage of the absolute congestion threshold and
- c) Absolute congestion threshold - determined by the router as a function of the number of buffers available and the number and access rates of all of the frame-relay links in the router.

[0049] A frame-relay link is mildly congested if the size of the output queue for the link exceeds a small limit - the limit is defined by the hardware used to implement the link.

[0050] A frame-relay link is severely congested if the number of bytes queued for transmission on the frame-relay link exceeds the configurable severe congestion threshold.

[0051] A frame-relay link is absolutely congested if the number of bytes queued for transmission on the frame-relay link exceeds the absolute congestion threshold.

[0052] When the router drops a frame as part of its link congestion management described below, it also immediately exhausts the DLCs transmit quota for the current interval and sets the cctCongested[DLCi] state variable for the DLC on which the dropped frame was carried for the next interval. This is done in an attempt to alleviate the source of congestion in a reasonably fair manner.

[0053] When a frame-relay link is mildly congested, the router imposes an ever-so-slightly modified form of express queuing discipline on the output queue of the frame-relay link to prevent data queued for a DLC in the next interval from preceding any data queued for another DLC in the current interval. This is called "fair queuing".

[0054] Express queuing attempts to guarantee fair real-time allocation of bandwidth to multiple contending sources in the presence of congestion. It does so by:

- a) identifying each frame to be queued as part of a "conversation" between two endpoints (this is exactly the DLCi in the frame) and
- b) imposing a Time-Division-like allocation of a link's bandwidth among all of the active "conversations".

[0055] In this context, "time-division" means that the express queuing mechanism treats each "conversation" as if it had a separate link for which frames could be queued. From the size of each frame, the router computes "when" a frame would be sent on its virtual link.

[0056] When a frame is to be transmitted, the router chooses the frame with the earliest start of transmission time. This does not cause re-ordering within a conversation, but may cause re-ordering across the whole link in order to attempt to provide a fair allocation of bandwidth to all conversations. Figure 4 shows a simple example of how express queuing works.

[0057] When a frame-relay link is severely congested, the router continues to impose the express queuing discipline on the link's output queue. In addition, it notifies the outside world and starts to drop frames as described below.

[0058] The router raises an alarm when the number of bytes queued to a frame-relay link exceed the severe congestion threshold and clears the alarm when the number of bytes queued has remained below the severe congestion threshold for 5 second.

[0059] If the router attempts to add a frame to the link output queue, and the addition of the frame would cause the link output queue to exceed the severe congestion threshold and the frame would be added at the tail of the queue, the frame is dropped.

[0060] When a frame-relay link is absolutely congested, the router continues to impose the express queuing discipline on the link's output queue. In addition, it notifies the outside world and starts to drop frames as described below.

[0061] The router raises an alarm when the number of bytes queued to a frame-relay link exceed the absolute congestion threshold and clears the alarm when the number of bytes queued has remained below the absolute congestion threshold for 10 seconds.

[0062] If the router attempts to add a frame to the link output queue, and the addition of the frame would cause the link output queue to exceed the absolute congestion threshold the frame is dropped, regardless of where in the queue it would be added.

[0063] The described data link interface thus alleviates the problem occurring in the prior art where the routers continue to send data out over frame relay links even in the event of severe network congestion. Key applications keep running.

Claims

1. A data link interface for sending and receiving data over a virtual connection (a, b) in a packet-switched network, comprising means (7) for detecting congestion in the network, and means (8) for adjusting the transmission rate in response to the detection of said congestion so as to reduce congestion in the network, characterized in that it

further comprises means (1A, 1B, 1C) for sorting traffic by conversation between two endpoints, and means (1A, 1B, 1C) for re-ordering packets from different conversations on a common link in the presence of congestion while maintaining the order of transmission for each conversation in order to achieve fair allocation of bandwidth among different conversations.

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2. A data link interface as claimed in claim 1, characterized in that said detecting means (7) comprises means for detecting congestion notification bits in received data packets.

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3. A data link interface as claimed in claim 1, characterized in that said adjusting means (8) reduces the transmission rate to a predetermined committed information rate in the event of network congestion.

4. A data link interface as claimed in claim 1, further characterized in that it comprises means (1A, 1B, 1C) for allocating available bandwidth at said committed information rate fairly between said different types of traffic.

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5. A data link interface as claimed in claim 1, characterized in that said network is a frame relay network.

6. A data link interface as claimed in claim 5, characterized in that said virtual connection (a, b) is a permanent virtual connection.

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7. A data link interface as claimed in claim 1, characterized in that it further comprises means (1A, 1B, 1C) for computing when a packet in each conversation would be transmitted if the conversation had its own link, said re-ordering means (1A, 1B, 1C) arranging the order of transmission so that the packets with the earliest start of transmission time are sent first.

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8. A router incorporating a frame relay data link interface as claimed in any of claims 1 to 7.

9. A method of reducing congestion over a virtual connection (a, b) in a frame relay network, comprising the steps of detecting congestion in the network, and adjusting the transmission rate in response to the detection of said congestion so as to reduce congestion in the network, characterized in that it further comprises the steps of sorting traffic by conversation between two endpoints, and re-ordering packets from different conversations on a common link in the presence of congestion while maintaining the order of transmission for each conversation in order to achieve fair allocation of bandwidth among different conversations.

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10. A method as claimed in claim 8, characterized in that congestion notification bits are detected in received data packets.

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11. A method as claimed in claim 9, characterized in that the transmission rate is reduced to a predetermined committed information rate in the event of network congestion.

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12. A method as claimed in claim 8, characterized in that it further comprises identifying the type of traffic being transmitted, and allocating available bandwidth at said committed information rate fairly between said different types of traffic.

13. A method as claimed in any of claims 8 to 12, characterized in that said virtual connection (a, b) is a permanent virtual connection.

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14. A method as claimed in claim 8, characterized in that the time when a packet in each conversation would be transmitted if the conversation had its own link is computed, the order of transmission is arranged so that the packets with the earliest start of transmission time are sent first.

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Patentansprüche

1. Eine Datenverbindungs-Schnittstelle zum Senden und Empfangen von Daten durch eine virtuelle Verbindung (a, b) in einem Paketvermittlungs-Netz, das Mittel (7) zur Erkennung einer Überlastung in dem Netz, und Mittel (8) zur Regulierung des Übertragungsflusses infolge der Feststellung einer solchen Überlastung umfaßt, um die Überlastung des Netzes zu reduzieren, dadurch gekennzeichnet, daß sie ferner Mittel (1A, 1B, 1C) zur Sortierung des Kommunikationsverkehrs nach Gesprächen zwischen zwei Endstellen, und Mittel (1A, 1B, 1C) zur Umstellung

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von Paketvermittlung verschiedener Gespräche einer gemeinsamen Verbindung im Falle einer Überlastung bei gleichzeitigem Aufrechterhalten der Vermittlungsordnung für jedes Gespräch, um eine angemessene Zuteilung der Bandbreite den verschiedenen Gesprächen zu erzielen, umfaßt.

- 5 2. Eine Datenverbindungs-Schnittstelle nach Anspruch 1, dadurch gekennzeichnet, daß die Ermittlungsmittel (7) Mittel zur Erkennung von Überlastungsanzeige-Bits in den empfangenen Datenpaketen umfassen.
3. Eine Datenverbindungs-Schnittstelle nach Anspruch 1, dadurch gekennzeichnet, daß, im Falle einer Netz-Überlastung, die Regulierungsmittel (8) den Kommunikationsfluß auf einen vorbestimmten zugeordneten Informationsfluß reduzieren.
- 10 4. Eine Datenverbindungs-Schnittstelle nach Anspruch 1, ferner dadurch gekennzeichnet, daß sie Mittel (1A, 1B, 1C) zur Zuteilung der verfügbaren Bandbreite beim vorerwähnten zugeordneten Informationsfluß angemessen den erwähnten verschiedenen Arten von Kommunikationsverkehr umfassen.
- 15 5. Eine Datenverbindungs-Schnittstelle nach Anspruch 1, dadurch gekennzeichnet, daß das Netz ein Datenübertragungsblock-Netz ist.
- 20 6. Eine Datenverbindungs-Schnittstelle nach Anspruch 5, dadurch gekennzeichnet, daß die virtuelle Verbindung (a, b) eine feste virtuelle Verbindung ist.
7. Eine Datenverbindungs-Schnittstelle nach Anspruch 1, dadurch gekennzeichnet, daß sie ferner Mittel (1A, 1B, 1C) zur Berechnung des Zeitpunktes, zu dem ein Paket eines jeden Gesprächs übertragen worden wäre, hätte das Gespräch seine eigene Verbindung, umfassen, und daß diese Umordnungsmittel (1A, 1B, 1C) die Folge der Übertragungen so anordnen, daß die Pakete mit dem frühesten Beginn der Übertragungszeit zuerst gesendet werden.
- 25 8. Ein Router mit einer integrierten Datenübertragungsblockverbindungs-Schnittstellenachinemder Ansprüche 1 bis 7.
- 30 9. Verfahren zur Beschränkung von Überlastung einer virtuellen Verbindung (a, b) in einem DatenübertragungsblockNetz, das Schritte zur Erkennung einer Überlastung in dem Netz und Regulierung des Kommunikationsflusses infolge einer erkannten Überlastung umfaßt, um die Überlastung des Netzes zu reduzieren, dadurch gekennzeichnet, daß es ferner Schritte zur Sortierung des Kommunikationsverkehrs nach Gesprächen zwischen zwei Endstellen und zur Umordnung von Paketen von verschiedenen Gesprächen einer gemeinsamen Verbindung im Falle einer Überlastung bei gleichzeitigem Aufrechterhalten der Vermittlungsordnung für jedes Gespräch, um eine angemessene Zuteilung der Bandbreite den verschiedenen Gesprächen zu erzielen, umfaßt.
- 35 10. Verfahren nach Anspruch 8, dadurch gekennzeichnet, daß die Überlastungsanzeige-Bits in den empfangenen Datenpaketen erkannt werden.
- 40 11. Verfahren nach Anspruch 9, dadurch gekennzeichnet, daß im Falle einer Netz-Überlastung der Kommunikationsfluß auf einen im voraus festgelegten zugeordneten Informationsfluß reduziert wird.
- 45 12. Verfahren nach Anspruch 8, dadurch gekennzeichnet, daß es ferner die Identifizierung der Art des übermittelten Verkehrs umfaßt, sowie die angemessene Zuteilung der verfügbaren Bandbreite beim festgelegten Informationsfluß unter den erwähnten verschiedenen Arten von Kommunikationsverkehr.
- 50 13. Verfahren nach einem der Ansprüche 8 bis 12, dadurch gekennzeichnet, daß die virtuelle Verbindung (a, b) eine feste virtuelle Verbindung ist.
- 55 14. Verfahren nach Anspruch 8, dadurch gekennzeichnet, daß der Zeitpunkt berechnet wird, zu dem ein Paket eines jeden Gesprächs übertragen worden wäre, hätte das Gespräch seine eigene Verbindung, und die Ordnung der Übertragung so angestellt wird, daß die Pakete mit dem frühesten Beginn der Übertragungszeit zuerst gesendet werden.

Revendications

1. Une interface pour la transmission et la réception de données au moyen d'une connexion virtuelle (a, b) dans un réseau à commutation par paquets qui comprend des dispositifs (7) pour détecter la congestion dans le réseau, et des dispositifs (8) pour ajuster le taux de transmission en réponse à la détection de ladite congestion, en vue de réduire la congestion de réseau, caractérisée par le fait qu'elle comprend aussi des dispositifs (1A, 1B, 1C) pour trier la conversation entre deux extrémités, et des dispositifs (1A, 1B, 1C) pour rétablir l'ordre des paquets provenant des différentes conversations sur un lien commun en cas de congestion tout en maintenant l'ordre de la transmission pour chaque conversation, et ce, afin de répartir équitablement la largeur de bande parmi les différentes conversations.
2. Une interface pour la transmission de données selon la revendication 1, caractérisée en ce que lesdits dispositifs de détection (7) comprennent des dispositifs servant à déceler des bits de notification de congestion dans les paquets de données reçus.
3. Une interface pour la transmission de données selon la revendication 1, caractérisée en ce que les dispositifs (8) d'ajustement réduisent le taux de transmission à un taux d'information engagé prédéterminé en cas de congestion du réseau.
4. Une interface pour la transmission de données selon la revendication 1, encore caractérisée en ce qu'elle comprend les dispositifs (1A, 1B, 1C) pour allouer équitablement la largeur de bande disponible au taux d'information engagé entre lesdits différents types de trafic.
5. Une interface pour la transmission de données selon la revendication 1, caractérisée en ce que ledit réseau est un réseau de relais de trame.
6. Une interface pour la transmission de données selon la revendication 5, caractérisée en ce que ladite connexion virtuelle (a, b) est une connexion virtuelle permanente.
7. Une interface pour la transmission de données selon la revendication 1, caractérisée en ce qu'elle comprend aussi les dispositifs (1A, 1B, 1C) pour calculer à quel moment un paquet dans chaque conversation serait transmis si la conversation avait son propre lien; lesdits dispositifs de rétablissement de l'ordre (1A, 1B, 1C) établiraient l'ordre de transmission de sorte que les paquets produits en premier soient les premiers à être transmis.
8. Un répartiteur comprenant une interface pour la transmission de données de relais de trame, selon n'importe laquelle des revendications 1 à 7.
9. Une méthode de réduction de la congestion sur une connexion virtuelle (a, b) dans un réseau de relais de trame, qui comprend les étapes de détection de la congestion dans le réseau, et règle le taux de transmission en réponse à la détection de ladite congestion en vue de réduire la congestion dans le réseau, caractérisée en ce qu'elle comprend encore les étapes de tri du trafic par la conversation entre deux extrémités, et rétablit l'ordre des paquets provenant des différentes conversations sur un lien ordinaire en cas de congestion tout en maintenant l'ordre de la transmission pour chaque conversation dans le but de répartir équitablement la largeur de bande parmi les différentes conversations.
10. Une méthode selon la revendication 8, caractérisée en ce que les bits de notification de la congestion sont décelés dans les paquets de données reçus.
11. Une méthode selon la revendication 9, caractérisée en ce que le taux de transmission est réduit à un taux d'information engagé prédéterminé en cas de congestion de réseau.
12. Une méthode selon la revendication 8, caractérisée en ce qu'elle comprend aussi la détermination du type de trafic transmis, et l'allocation équitable de la largeur de bande disponible au taux d'information engagé parmi les différents types de trafic.
13. Une méthode selon n'importe laquelle des revendications 8 à 12, caractérisée en ce que ladite connexion virtuelle (a, b) est une connexion virtuelle permanente.

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- 14.** Une méthode selon la revendication 8, caractérisée par la possibilité de calculer le moment où un paquet dans chaque conversation serait transmis si la conversation avait son propre lien, l'ordre de transmission est établi de sorte que les paquets produits en premier sont les premiers à être transmis.

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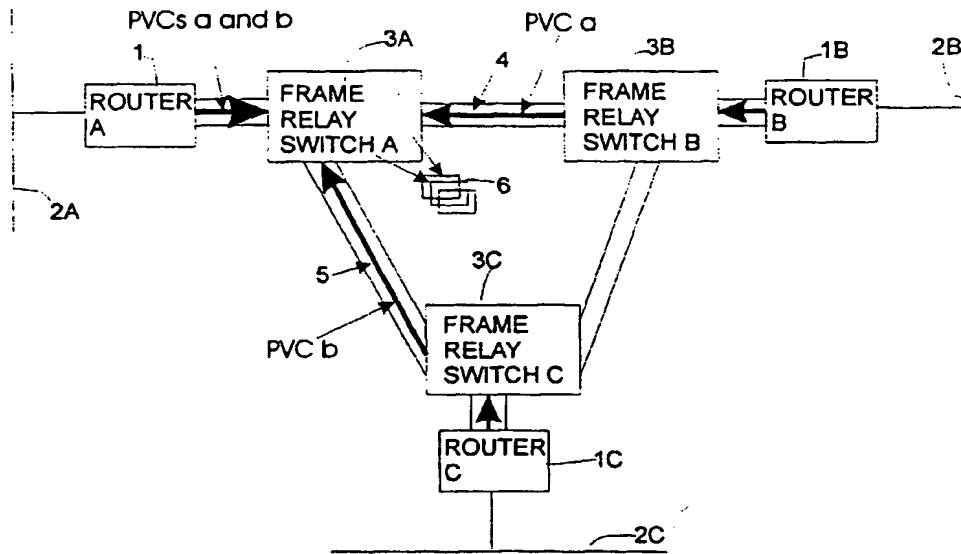
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PRIOR ART
FIG. 1

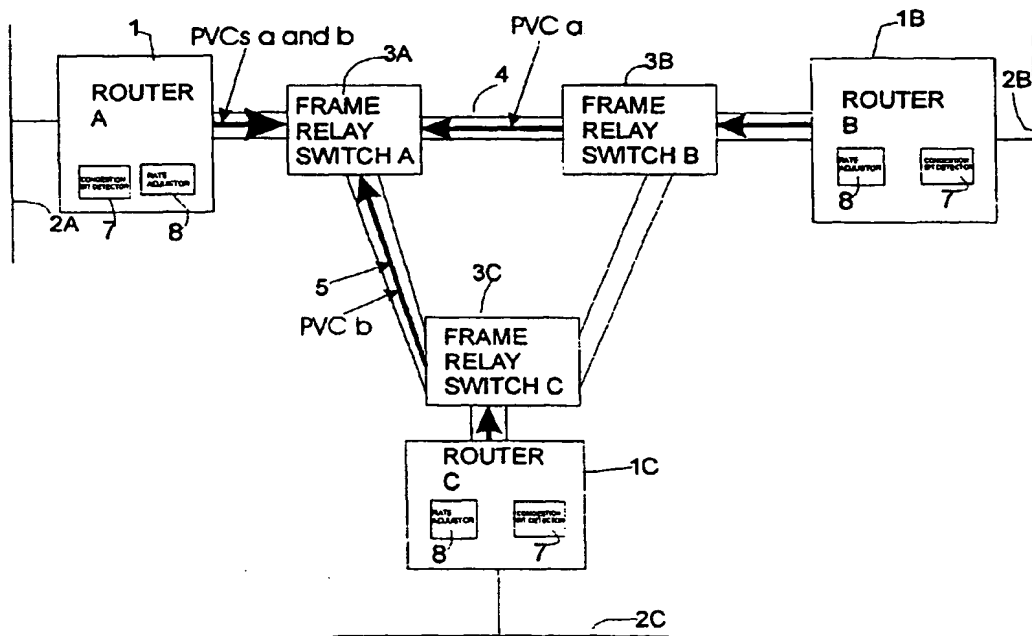


FIG. 2

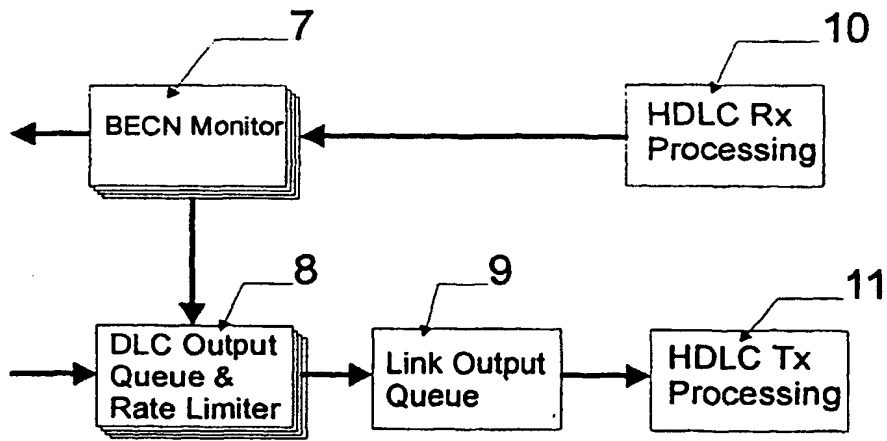


Fig. 3

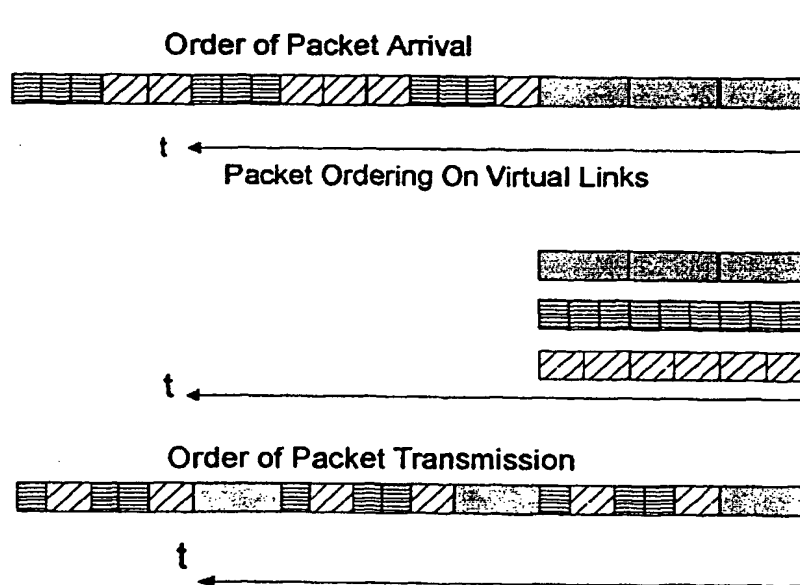


Fig. 4

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